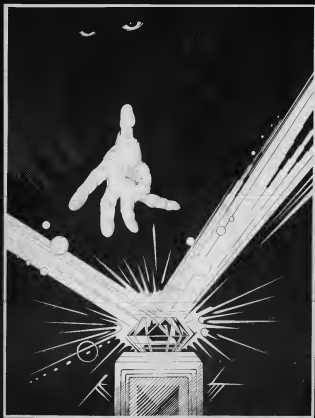


# BLACK CRYSTAL





ZX 81		SPECTRUM	
CASSETTE 1 SIDE A		CASSETTE 1 SIDE A	
TEST		MAP 1	
MAP 1			
CASSETTE 1 SIDE B		CASSETTE 1 SIDE B	
MAP 2		MAP 2	
MAP 3			
CASSETTE 2 SIDE A		CASSETTE 2 SIDE A	
MAP 4		MAP 3	
MAP 4B		MAP 4	
CASSETTE 2 SIDE B		CASSETTE 2 SIDE B	
MAP 5		MAP 5	
MAP 6		MAP 6	



DIAGRAM 2



DIAGRAM 3

KEY O SWORD UP —  
 KEY R SWORD FORWARD —  
 KEY U SWORD DOWN —  
 KEY A SHIELD UP —  
 KEY L SHIELD FORWARD —  
 KEY Z LIGHTNING —  
 KEY B POWER DRAIN —  
 KEY P SWERVE —

USES PHYSICAL POWER

" " "  
 " " "  
 " " "  
 " " "

USES SPIRITUAL POWER

" " "

WHEN USED IN BATTLE  
 IT PUTS YOUR PHYSICAL  
 AND SPIRITUAL STRENGTH  
 UP ONE POINT, BUT BEWARE,  
 THE MONSTER MAY STILL  
 KILL YOU.



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*Two to breach the barriers of Evil,  
Four to hold them well,  
Five together call the sixth  
Six the force of fire to quell.  
Sings he now the hero brave,  
Seven found,  
Fought and won,  
Seven shall vanquish,  
Seven as one.*

A brilliant apparition appears before you, it is one of the seven great Lords of light, He speaks:

"Before creation there existed a single sphere of energy afloat in a vast timeless void. Within this sphere developed an intelligence that was alone and without purpose. It set itself a task to forge the ring of creation but in so doing it created an imbalance. The sphere split asunder and the intelligence was parted into two egos, good and evil. Evil corrupted the ring and used it to give birth to seven angels of darkness, the Lords of Chaos. To lessen the corruption of the great ring the power of light separated it into seven rings. To wield the power of the rings seven Lords of Light were born. They took the rings and with them created worlds and on those worlds were sown the seeds of life. Evil followed creating its own bizarre life forms. On the planet of the first born, the planet Earth, the Lords of Chaos built a fortress named Ny'Ugal. To men it was known as the towers of dread. Within its dark walls evil took upon a form. It fed on hatred and fear, its shadow growing until it filled the fortress. None could withstand its power and both men and elves were enslaved.

Their task of creation completed, the Lords of Light returned to Earth and there met in battle with the Lords of Chaos. The dark Lords and their evil force were driven back into Ny'Ugal. Together, the Lords of Light removed their rings and hurled them at the fortress. An explosion followed that threw mountains asunder and created a valley that concealed the rings. The Lords of Chaos were banished beyond our universe and for a thousand years peace prevailed upon the Earth.

The valley was named Beroth by the elves. The land was gifted with the most fertile soil on Earth but the memory of Evil was etched into Elfin peoples hearts and none would settle there. Man was less sensitive and Beroth became the richest of his Kingdoms. It was famous as a place of learning and the council of the wise met regularly in the great hall of Monmouth, within the royal castle. In their keeping the council held five of the rings of creation. The sixth ring, the ring of time, was wedged in solid rock deep within an underground labyrinth. It was found by the leader of the Shaggoths, creatures brought to earth by the Lords of Chaos to fight in the battle of the Angels. He promptly claimed it as his and declared himself King Shaggoth and holds the labyrinth as his Kingdom to this day.

The seventh ring, the Ring of Fire, was worn by Mendas eighth King of Beroth.

Gora was twelve years of age when the Shadow returned to Beroth. He was apprentice to the Wizard Nemor, supreme councillor of the wise. Gora befriended Prince Tobias, son of Mendas and heir to the throne of Beroth. Tobias desired the knowledge that Gora had been taught.

He approached the council and requested entrance to the Brotherhood of Wizards but Nemor looked into his heart and saw that it was filled with a lust for power. Rejected, Tobias turned to Gora for help. Gora borrowed for him ancient books and manuscripts that held dark secrets which he knew nothing of. But soon Tobias tired of the weak magic that Gora could teach him and he experimented with ancient spells. One evening, as all creation slept an unnatural sleep, he conjured to himself the Fire Demon. It taught him a formula that promised power and knowledge even the wise did not understand. Tobias, blinded against the dangers of meddling in the black arts, used the formula. It created for him a small crystal of concentrated evil. Tobias made sacrifices of small animals to it and the crystal began to grow. Little time passed before the crystal was large enough to influence the Prince's thoughts and movements. Like a puppet, under the cover of darkness, Tobias crept up to his father's bedside and thrust his dagger deep into the old King's heart. The crystal grew.

With the crowning of Tobias evil had indirectly gained control over Beroth and the ring of fire. Soon the crystal's influence was so widespread that it controlled most of the population of the castle. Foreseeing the danger Nemor summoned Gora to a meeting of the council and presented him with one of the rings of creation. To each of four riders awaiting in the courtyard, Nemor gave also a ring and the instructions to ride in different directions and take the rings from this land. To Gora he bade farewell and departed with the rest of his order. Tearfully Gora mounted his horse and fled the castle. It was a day's ride to the mountains in the south and once there Gora thought he would be safe but Nemor had not known the rings of creation call to each other and can only be separated by a small distance, in the hands of men. None of the rings could leave Beroth without the others.

Gora turned and headed home but the roads to the castle had already become dangerous. Armies of Trolls patrolled the roads killing and eating unwary travellers. Gora was forced to turn east to dispose of his ring in the swamp. The

fate of the other riders was never known but one thing was sure, none of the rings ever left the valley. The ring of fire was presented to the Fire Demon by Tobias and a temple built in his honour. A great tower was built to house the Black Crystal and through the centuries it grew in strength. Prince Tobias and his followers lost their mortal bodies but their shadows still inhabit the castle and haunt the cursed land.

After leaving Beroth, Gora moved North to the palace of the Wizard of the ice mountain. There he completed his training and set upon a quest to find a weakness in the Black Crystal of evil. For five centuries he shrugged off age and wandered dark pathways seldom trod by mortal men.

Finally his travels took him to the Citidals of Mars where, engraved in runes on a diamond wall he found the tale of Creation and the War of Angels. He also found that which I tell you now and I bid you pay heed to what I say:

The rings of creation when placed in precise location around the force of evil will banish it from our universe. Gora awaits you, go now."

The apparition has gone.

#### **LOADING:**

Black Crystal is a multi-Program adventure. To begin your quest Load "map 1". This program is your doorway into the other map sections. When your screen display asks "Do you want to start a new adventure?" Press Key Y to answer yes. When you are successful in entering the Shaggoths lair, Castle, Temple or Tower you will be given a reference number and a Map number. To continue your adventure find and load the program with the file name that matches the Map number (see diag 1). When the next program is loaded the computer will ask you to enter your Map reference number. Now enter the reference number given to you by the previous program. Black Crystal is a delicately balanced game and interfering with the reference number could spoil your adventure. When you have a reference number for each map section you will be able to play favourite parts of your adventure over again without starting from Map 1.

At various times during the adventure you will be returning to Map 1. Each time it will ask you if you want to start a new adventure. Unlike the first time, you will now type N for no. The computer will ask you for a map reference number and you must repeat the procedure outlined above.

**WARNING:** ZX81 owners do not use RUN. Using run will clear important variables held in Memory.

**PURITY:** This is an important value. When you are killed the Wizard Gora can resurrect you by bringing you back to sanctuary, but only if your purity reading is greater than zero. You lose purity points by using spells that you might find on your quest or by using the help of the Oracle Zenoble.

**PHYSICAL STRENGTH:** You need this to use your physical weapons (Sword, Shield)

**SPIRITUAL STRENGTH:** You need this to Cast Spells (Lightning, Power drain etc). Using "Lightning" and "power drain" will not effect your purity level.

**SAVE GAME ROUTINE:** Each program contains a save routine. This allows you to save the game part way through. To use the save routine with single-key sections of the program (*i.e. real-time sequences*), you only have to press Key S on your computer. To use the save routine on Two Word Command sequences of the program you must type in "SAVE" then press "ENTER".

**SPECTRUM USERS ONLY:**

After saving the main program the computer will repeat the instruction "START TAPE AND PRESS ANY KEY". Keep your tape recording and press a key, the SCREEN DISPLAY will now SAVE. When loading the first section will load the second (screen display) section automatically.

## DETAILS OF EACH PROGRAM

### MAP 1

This shows you a Map of the Kingdom of Seroth. Pressing arrow Keys 5 to 8 will allow you to move around the screen, (*Diagram 2*). There are two reasons why your token may not respond to your key commands.

- 1) You are trying to enter an area in which you are not allowed.
- 2) You are being challenged by a monster. If your token stops, look to the bottom of the screen display to see if you are under attack. The monster battles are in real time so you must be quick. The computer does not wait for you to respond. You can respond by hitting Keys Q,R, U,P,A,L,Z,8 (*see Diag 4*).

*For Example:* Key P allows you to swerve. Keep your fingers off the keys until you have decided which key to press. The computer reacts almost immediately to your input. Keep the key pressed until the computer reacts to it.

Spectrum owners have the added feature of an audible Warning when a monster challenges them. They also have an ever changing difficulty level from Misfit to Demi-God.

### MAP 2

This holds the three floors of the Castle of Shadows. The style of play is similar to Map 1 but this time you have the added difficulty of finding your way through secret passages and an Invisible Maze.

**MAP 3 / MAP 4**  
*Map 4B ZX81 only*

"THE SHAGGOTHS LAIR". This section of the quest introduces a more traditional style of adventure playing. By using one word or two word commands or numbers when asked for numbers you can manipulate your environment.

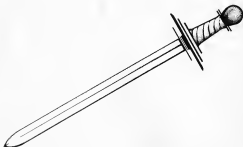
*For Example:* "Move North" will allow you to travel North. You must find your way through the maze of Caves and raid the Shaggoths' treasure chamber. There are however, a few sequences which are realtime or strategy based graphic games included in the lair that use single Key input.

**MAP 5**

"THE TEMPLE OF THE FIRE DEMON". The fire demon holds the great ring of fire. To reach it you must cross a bridge and an Invisible Maze, both guarded by magical fire breathing Dragons. Most of Map 5 is a realtime graphic single Key input.

**MAP 6**

"THE TOWER OF BEROOTH". In the top room of the dark tower rests the evil Black Crystal. This section is all single Key input.





## INSTRUCTIONS FOR SPECIFIC LOCATIONS

### SEA OF SAND

Use Keys 1 to 8 to move (*Diag 3*).

### UNDERGROUND SWAMP

Use Keys 1 to 8 to move (*Diag 3*).

### GOLD MINE

Use Keys 5 to 8 to dig for gold (*Diag 2*).

Beware of fools gold and the terrible flesh eating rock snakes.

### "BRIDGE OVER ABYSS" and "TEMPLE MAZE"

Use Keys 5 to 8 to move (*Diag 2*).

Use Key 0 to use your Sword. Use Key Z to fire lightning bolts. Fire breathing dragons hunt you down across the bridge through the Maze. Your strength and spiritual power will not be replaced until you make it through the maze.

### ROOM OF PITS

Use Keys 1 to 8 to move (*Diag 3*).

Reach the exit on the other side of the room while trying to avoid the pits. To make it more difficult Sirens will appear and draw you off course. When a Siren appears only ONE Key will control your movements and that Key will be between 5 and 8. It's up to you to find which one before the sirens claim another victim.

### LORDS OF CHAOS

Use Keys 1 to 8 to move (*Diag 3*).

This is a strategy game. You make your move and the Lords of Chaos make theirs.

Use Key 0 to drop the fire ring.

Use Key P for power search.

You must lead the Lords of Chaos over the fire ring to banish them. If they see the ring they will throw it across the room. You can pick up the ring by passing it or using Power search which will pick it up from anywhere on the boards. Beware of Death do not move directly towards him or you might gaze on his face and no mortal will live after it.

### THE BLACK CRYSTAL

Use Keys 1 to 8 to move (*Diag 3*).

Use 0 to drop a ring.

Use T to pick up a ring.

The Black Crystal is surrounded by pedestals. To destroy the crystal you must place a ring on each pedestal.

The Black Crystal is not defenceless and can knock the rings off or kill you.



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Carnell Software, 4 Staunton Road, Slough, Berks. SL2 1NT







Dear Customer,

Thank you for buying Black Crystal and we hope it will give you great adventuring pleasure. However please note the following:

Due to our policy of continual improvement the program lay out on your cassettes has been changed, from that of page one on your instruction booklet. Programs are now recorded on ONE side only for improved reliability.

#### CASSETTES ARE LAID OUT AS FOLLOWS:

ZXB1	Cassette One	<u>1</u> LOAD TEST	<u>2</u> MAP 1	<u>3</u> MAP 2	<u>4</u> MAP 3
	Cassette Two	<u>1</u> MAP 4	<u>2</u> MAP 4B	<u>3</u> MAP 5	<u>4</u> MAP 6

#### SPECTRUM

Cassette One	<u>1</u> map 1	<u>2</u> map 2	<u>3</u> map 3
Cassette Two	<u>1</u> map 4	<u>2</u> map 5	<u>3</u> map 6

Boxes are provided on the cassette labels where you may write down the position of each program by using a tape counter, if fitted to your recorder.